

MAGIC

The Gathering®



MIRRODIN Besieged™

PLAYER'S GUIDE

A WORLD DIVIDED

In the *Mirrodin Besieged*™ set, the Phyrexian assault on the metallic plane of Mirrodin intensifies. The Mirran resistance rallies to survive and overcome. Both sides bring the full might of their arsenals to bear. Not only does this set have more of what made the *Scars of Mirrodin*™ set great—incredible artifacts, poison, Equipment, Myr—but it also has some innovative and deadly new tricks. And again, nearly every card in the set has a symbol of its allegiance in its text box.



Illus. Anthony Francisco



MIRRAN

The Mirrans have determined that the best defense is a good offense. They respond to the Phyrexian incursion with an aggression that's well suited to fast, creature-based decks. *Battle cry* is a new ability found on some inspiring Mirran creatures. Whenever a creature with battle cry attacks, other attacking creatures get +1/+0 until end of turn. Each instance of battle cry triggers separately, so more is definitely better.



The Mirrans also continue to wield the metal that has defined their world. *Metalcraft* abilities make the cards that have them more powerful if you control three or more artifacts. And some of the coolest artifacts in the set have *imprint* abilities that allow you to exile cards, imprinting them onto the artifact for impressive bonuses.



PHYREXIAN

Poison and decay continue as major themes for the Phyrexians. Start the contagion with creatures with *infect*, an ability that allows creatures to deal damage in the form of -1/-1 counters to other creatures or poison counters to players. Once the infection has taken hold, spread it around by using *proliferate*, a keyword action that looks at players and permanents that already have a counter and adds another of that kind . . . perfect for -1/-1 and poison counters!

The Phyrexians have also engineered a perfect, seamless blending of flesh and metal in *living weapon*, a new ability found on some *Mirrodin Besieged* Equipment. When an Equipment with living weapon enters the battlefield, you also put a 0/0 black Germ creature token onto the battlefield. Then, you attach the Equipment to the Germ token. Each Equipment with living weapon provides a boost to toughness, so the fledgling Germ can survive to wreak havoc, as well as other bonuses. As with other Equipment, you can pay the equip cost to attach them to other creatures, but this will likely send the 0/0 Germ to the graveyard.

As the fate of one world hangs in the balance, **Magic™** players in our world get to enjoy all the wicked weapons this war has to offer. Which side has earned your allegiance?





THE FIVE COOLEST MIRRAN CARDS



1. Mirran Crusader

The invading Phyrexian menace is centered on black and green magic, and Mirrodin has found its champion. Mirran Crusader's double strike ability makes it the perfect creature to load up with power-boosting Equipment, and its protection abilities make sure most Phyrexian enemies don't stand a chance.



3. Treasure Mage

In more peaceful times, Neurok wizards busied themselves tinkering with trinkets. Now that they are fighting to defend their world, they must focus on larger, more formidable machines to do their part in the fight. Will your Treasure Mage find you a dragon or perhaps something even better?



5. Signal Pest

When the battle cries rang out, all of Mirrodin's inhabitants, regardless of size, united to come to its defense. Signal Pest may not look like much on its own, but when it can support an army of fellow creatures, it truly shines.



2. Go for the Throat

A time of war is no time to mess around, and the practical Mirran vampires have come forward to help deal with the Phyrexians. Go for the Throat destroys first and asks questions later, and only artifact creatures are safe from its sharpened fangs.



4. Thrun, the Last Troll

Mirrodin's trolls were once seen as wise protectors, but their numbers were diminished in Glissa's fight against Memnarch, then reduced to one in the Vanishing. Thrun distances himself from opposing magic and can endure many hardships on the battlefield.

THE FIVE COOLEST PHYREXIAN CARDS



1. Mightsteel Colossus

Darksteel Colossus was one of Mirrodin's most terrifying weapons. Rather than futilely try to destroy it, the Phyrexians have instead made it their own. Because it has infect, one hit from this monstrosity leaves a previously unscathed opponent crushed flat in an ichor-stained footprint.



2. Black Sun's Zenith

Phyrexia has no qualms about unleashing destruction on anything it can't claim as its own. Turn its uncompromising power against your opponents with Black Sun's Zenith, which can eradicate entire armies. Later, if creatures rise up against you again, you can draw it again to repeat the devastation.



3. Praetor's Counsel

The Phyrexians may leave mortal flesh corrupted and unrecognizable, but if you take their side anyway, they do offer enormous power. The powerful praetors advise you that thinking of cards in your graveyard as gone may be shortsighted.



4. Glissa, the Traitor

Glissa once searched her home world tirelessly to learn Mirrodin's secrets. Now corrupted, she turns her knowledge against Mirrodin, delighting in aiding the Phyrexians. Enlist her to help you, and she'll use the remains of your opponent's dead creatures to return your broken artifacts to working order.



5. Corrupted Conscience

Several *Mirrodin Besieged* cards represent creatures native to Mirrodin that have been corrupted by the Phyrexian's corrosive magic. Corrupted Conscience gives you the chance to deliver the same fate to any creature your opponent brings to the battlefield, and twist it to your will as well!

WAR ON MIRRODIN: THE PHYREXIAN ONSLAUGHT

Phyrexia has unleashed its full might on the surface of Mirrodin. A brutal war rages between the unprepared Mirrans and the relentless Phyrexians. The Phyrexian hordes sweep across the landscape while the metal of the world succumbs to the creeping corruption. As more and more Mirrans are killed or “converted,” the survivors scramble to organize a resistance before they’re consumed by the horrors of Phyrexia.



Illus. Stephan Martiniere

Karn, the silver golem who created the plane, unwittingly introduced a sinister contagion to Mirrodin: Phyrexian oil. At first, the corruption appeared at the edges of the world, far from the notice of most Mirrans. Over time, the oil transformed and multiplied, altering Mirrodin and its inhabitants. Now the Mirrans are seeing the full extent of the threat. Carried through the oil, the “physisis” plague has become an epidemic.

Phyrexia is pitiless in the execution of its mission. The Phyrexians believe that flesh is weak and all other species must be eliminated or subsumed. They slaughter the unworthy and use their corpses to construct subservient flesh-and-metal abominations. The Phyrexians seek to convert all Mirrans to what they see as the only truth.



Illus. Igor Kieryluk



Illus. Chris Rahn

GLISSA RETURNS

The so-called partisans are delivering themselves to me on a platter. The True Way would be lost on their rodent-minds. Eradicate the Vulshok. Melt down their metal and add their skin to the vats. Remove the elves' useless minds and put them to work. Except, I want Ezuri. He is a true predator and will be made to accept the teachings of the strong.

—Glissa, the Traitor

Glissa Sunseeker was known as the finest hunter in the Tangle when she became the target of Memnarch's machinations to gain a Planeswalker spark. Glissa thwarted his plans, but then she disappeared without a trace as the original *Mirrodin*® block ended. Her kin never knew that she had saved them; many believed she had betrayed them.

Now the elves' worst fears will come true. Taken by Phyrexia, Glissa was held in stasis until it was time to take over *Mirrodin*. Now transformed, Glissa has returned to the Tangle to carry out the will of her dark masters.

WAR ON MIRRODIN: THE MIRRAN RESISTANCE

The Tangle was one of the first areas to be invaded by the full force of the Phyrexians. Much of the Sylvok population was killed or “repurposed” during the initial attack. The elves fared better and many escaped into treetop safe houses. Under their leader, Ezuri, the elves banded together into armed units. Calling themselves partisans, they organized attacks against the Phyrexians and began to search Mirrodin for survivors to join their cause. Soon leaders from other regions emerged and the resistance was born.

Illus. Efrem Palacios



Faced with unimaginable evil, Mirrans quickly forgot their former conflicts. The partisans shared resources and strategies, and they began to win small battles. Hope was restored. Once enemies with the elves, the vedalken prove to be valuable allies, adding their knowledge and expertise to the fight against the so-called rotters. The Neurok spy network provides crucial information. The Oxidda chain also becomes a hot spot of the resistance. Some partisans find an unlikely haven in the very underground tunnels where Phyrexia developed in the years since the dawn of the fifth sun.



But no one was expecting Bladehold to fall. The Accorder Paladins had been located there, some of the finest warriors in all of Mirrodin. Their murders were a serious blow to the partisans' morale. Ezuri knew he couldn't wait any longer, even though he hadn't heard from Koth since the Vulshok had gone on his secret mission. It was time to strike back.



Illus. Eric Deschamps

Ezuri knew a coordinated offensive was a risky choice. They would have to devote most of their dwindling resources in the strike, but Phyrexian forces were multiplying at an alarming rate. Who knew how many were festering underground? They must staunch the flow, now.

Ezuri sent out his couriers. The offensive was set for the day of the Green Sun's Zenith. In their dark hiding places, the partisans whispered to each other: This might be their last chance to destroy the Phyrexians, once and for all.



Illus. David Rapoza

PHYREXIAN FACTIONS

The plane of Phyrexia was all but destroyed when Urza's Planeswalker allies devastated it during the Phyrexian Invasion of Dominaria. But that was not the end of Phyrexia entirely. Yawgmoth and his minions ensured that Phyrexia would endure by creating an insidious colonizing weapon known as "the oil." When Karn unknowingly introduced the oil to Mirrodin, Phyrexia was reborn.

Access to Mirrodin's interior core of pure mana enabled Phyrexia to accelerate its unnatural evolution in a matter of decades. But Phyrexia is changed by the world of Mirrodin. In its original system, Phyrexia had access only to black mana. Here on Mirrodin, Phyrexia has evolved along each axis of mana color, creating factions in the formerly monolithic threat. This has made Phyrexia both stronger and weaker than before—stronger because it's more varied and adaptable, weaker because it now lacks the unity of purpose it once had.





Led by Elesh Norn, the white-aligned faction believes that Phyrexia must adhere to the teachings of the Father of Machines. They intend to indoctrinate everyone about the truth, even if it means tearing them from limb to limb and reattaching the parts into a creation that is worthy of Phyrexia. They are dogmatic, hierarchal, and orthodox in their methods.

Led by Jin-Gitaxias, Augur of the Core, the blue-aligned faction uses experimentation to find the ways to perfection. They are clinical, methodical, and research-oriented, with no sense of compassion for the creatures they mutilate in the name of the True Science. They collect scores of research subjects and perform gruesome tests, all in the name of progress.



Led by the mysterious Sheoldred, Whispering One, the black-aligned faction has one goal: enslave. Believers will serve. Unbelievers will be made to serve. All will bow to Phyrexia. Geth, the undead lord of the Vault of Whispers, had embraced Phyrexia long before the rest of Mirrodin knew of the threat. Now, he controls a vast army of undead in service of their goals.



Under Urabrask the Hidden, the red-aligned faction rejects the hierarchy and order of the main Phyrexian leadership. They cultivate industry and birth-furnaces, which will reforge the world in their perfect vision.



The green-aligned faction aims to create a natural state in which predation will thrive unhindered. Vorinclex, Voice of Hunger, seeks to eliminate sentience in favor of power. Consumption and strength are all that matter in the Tangle now. To accomplish his goals, Vorinclex has a powerful and ruthless ally: Glissa Sunseeker has become Glissa, the Traitor.




A muscular, pale-skinned figure with long, flowing white hair and a dark, horned mask. His body is heavily augmented with glowing red and purple energy, particularly concentrated in his chest and arms. He stands on a dark, rocky outcrop, looking towards the viewer with a menacing expression. The background is a hazy, blue-tinted landscape.

TEZZERET, AGENT OF BOLAS

Tezzeret is an artificer from Esper, formerly a shard of Alara. Like all inhabitants of Esper, part of his body was “enhanced” by the magical alloy etherium, which was believed to create perfection of both body and mind. Although he was born a talented mage, Tezzeret has always been ambitious and jealous of other’s talents. A man with an explosive temper and an exaggerated sense of his own abilities, Tezzeret is preoccupied with his own advancement. He will do whatever is necessary to manipulate the situation to his own advantage.

As a young man, Tezzeret became an initiate of a sect called the Seekers of Carmot. Discontent with his treatment by the mages of the sect, Tezzeret trespassed on their inner sanctum to learn the secrets of the Codex Etherium, a sacred tome the sect claimed to have in its possession. Once inside, he discovered that the tome was a fake, but he was caught by the Seeker guards and gravely injured. At that moment, Tezzeret’s Planeswalker spark was awakened and he hurled wildly through the Blind Eternities.





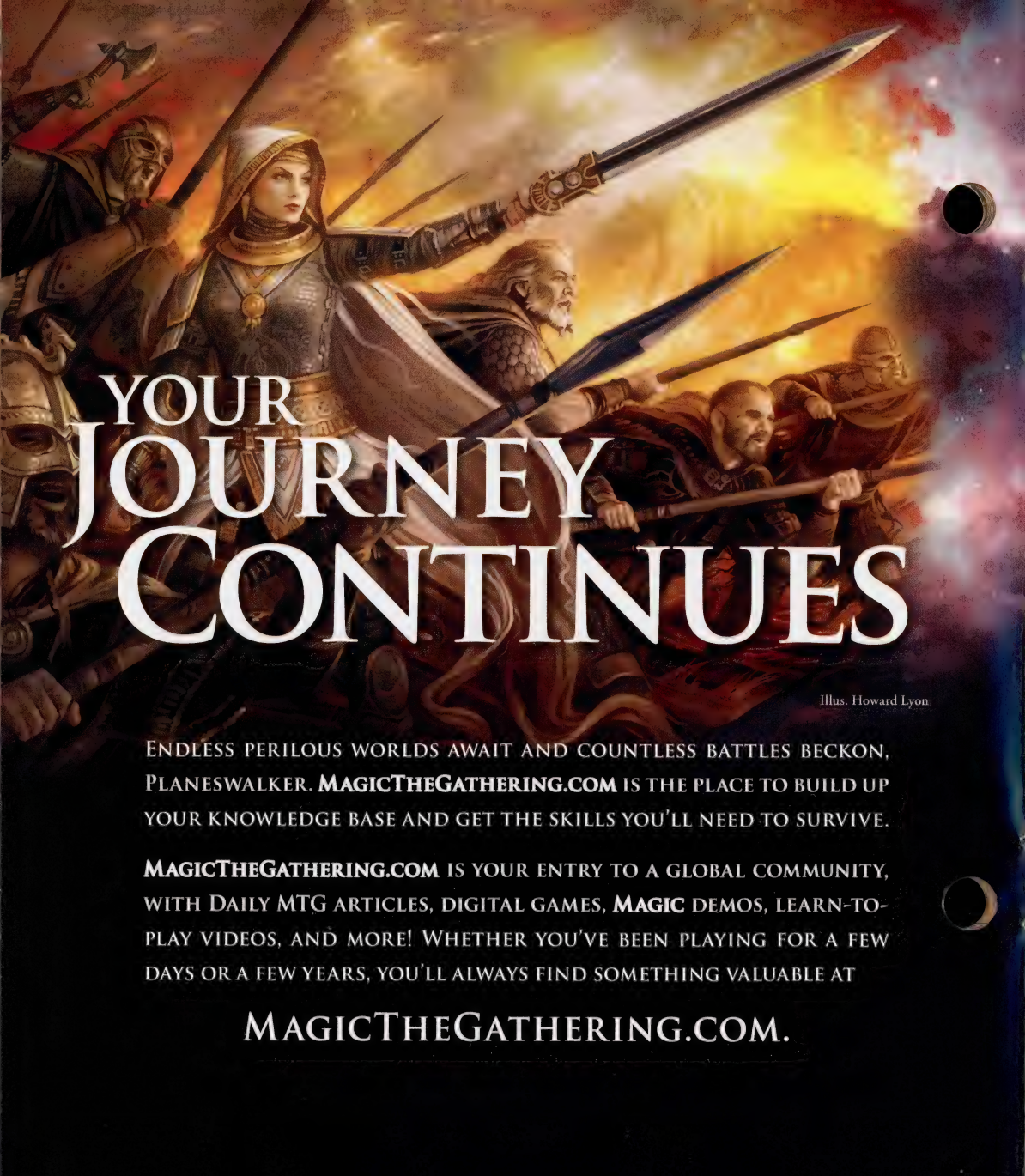
Injured and confused, Tezzeret found himself on Grixis. Set upon by undead hordes, he managed to survive the onslaught. Nicol Bolas, the oldest and most powerful Planeswalker in the Multiverse, plucked him from the hellish world in return for his servitude. Tezzeret agreed, and became the head of an interplanar organization based out of Ravnica. Secretly working to undermine Bolas, Tezzeret recruited Jace Beleren to his side. Eventually, Tezzeret was defeated by Jace, but Bolas retrieved his mangled body and rebuilt it.

Illus. D. Alexander Gregory

Once again firmly under Bolas' thumb, Tezzeret is sent to the plane of Mirrodin. He is instructed to observe the growth of Phyrexia and report its progress to his master. Tezzeret obeyed Bolas's command and established himself within the Phyrexian hierarchy. As always, he watches for an opportunity to gain power and turn the situation to his advantage.



Illus. Anthony Francisco



YOUR JOURNEY CONTINUES

Illus. Howard Lyon

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COMBO CORNER

MASTER'S CALL, SHAPE ANEW & BLIGHTSTEEL COLOSSUS

A player with ten poison counters loses the game.

A single strike from Blightsteel Colossus gives an unprepared opponent eleven poison counters. Combo!

But why stop there? Getting Blightsteel Colossus onto the battlefield without paying twelve mana is even more fun. Try building a deck with Blightsteel Colossus as your only artifact, summon a couple of Myr with Master's Call, and then use Shape Anew from the *Scars of Mirrodin* set to upgrade one of those Myr into a lethal attacker.



PISTON SLEDGE & ICHOR WELLSPRING

Piston Sledge is a powerful Equipment that comes out swinging, but sacrificing an artifact to get it back into action can be a steep price to pay. The answer? Ichor Wellspring. You'll actually look forward to paying that cost!



FANGREN MARAUDER & CREEPING CORROSION

So casting artifacts isn't exactly your thing? How about punishing your opponents for relying on artifacts? First cast Fangren Marauder. Then cast Creeping Corrosion. Watch your opponent cry as all those artifacts hit the graveyard—and you gain an insane amount of life!



MIRRODIN Besieged™

CARD ENCYCLOPEDIA

The *Mirrodin Besieged* Card Encyclopedia shows the entire *Mirrodin Besieged* set. To keep track of your cards, just turn to the checklist on pages 34–35.

Accorder Paladin  



Creature — Human Knight 

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)
"I fight for the suns, the surface, and everything in between."

—Kokai Kotaki 3/1

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Ardent Recruit 



Creature — Human Soldier 

Metalcraft — Ardent Recruit gets +2/+2 as long as you control three or more artifacts.
"We lost our homes and our kin. We won't let those rotters take our future as well."

—Mike Bireek 1/1

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Banishment Decree   



Instant 

Put target artifact, creature, or enchantment on top of its owner's library.
*"Unworthy of consecration."
 —Axsh, lesser cenobite*

—James Ryman 3

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Choking Fumes  



Instant 

Put a -1/-1 counter on each attacking creature.
*"Fall to your knees and welcome our embrace."
 —Qai-Sha, Priest of Norn*

—Scott Chou 2

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Divine Offering  



Instant 

Destroy target artifact. You gain life equal to its converted mana cost.
*"The Phyrexians are vulnerable. Do not despair. We will prevail!!"
 —Juryan, rebel leader*

—Terese Nielsen 2

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Frantic Salvage  



Instant 

Put any number of target artifact cards from your graveyard on top of your library.
 Draw a card.
"We will mourn when there is time. For now, we survive."

—Scott Chou 3

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Gore Vassal

2



Creature — Hound

Sacrifice Gore Vassal: Put a -1/-1 counter on target creature. Then if that creature's toughness is 1 or greater, regenerate it.

"Rid them of their unfaithful organk. Bring new hearts to the unbelievers."
—Tome of Machines, verse 1703

—Matt Cavotta

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2/1

Hero of Bladehold

2



Creature — Human Knight

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)

Whenever Hero of Bladehold attacks, put two 1/1 white Soldier creature tokens onto the battlefield-tapped and attacking.

—Austin Hsu

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3/4

Kemba's Legion

5



Creature — Cat Soldier

Vigilance

Kemba's Legion can block an additional creature for each Equipment attached to Kemba's Legion.

The squabble over succession was quickly replaced by the struggle to survive.

—Anthony Francisco

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4/6

Leonin Relic-Warder

3



Creature — Cat Cleric

When Leonin Relic-Warder enters the battlefield, you may exile target artifact or enchantment.

When Leonin Relic-Warder leaves the battlefield, return the exiled card to the battlefield under its owner's control.

—Greg Staples

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2/2

Leonin Skyhunter

3



Creature — Cat Knight

Flying

"The infection has spread farther than we could glimpse from the heights of Taj-Nar."

—Jana Schirmer & Johannes Voss

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2/2

Loxodon Partisan

4



Creature — Elephant Soldier

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)

"This war is not about loxodon or leonin, Syleok or Avrok. To defeat these rotters, we must do it together."

—Matt Stewart

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3/4

Master's Call

2



Instant

Put two 1/1 colorless Myr artifact creature tokens onto the battlefield.

The need to obey was inscribed on every plate in their bodies.

—David Rapozza

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Mirran Crusader

1



Creature — Human Knight

Double strike, protection from black and from green

A symbol of what Mirrodin once was and hope for what it will be again.

—Eric Deschamps

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2/2

Phyrexian Rebirth

4



Sorcery

Destroy all creatures, then put an X/X colorless Horror artifact creature token onto the battlefield, where X is the number of creatures destroyed this way.

As long as one drop of the oil exists, the joyous work continues.

—Scott Chou

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Priests of Norn 2



Creature — Cleric

Vigilance
Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)
"May our blessings sever the tongues of the forsaken."
—Elesh Norn, Grand Cenobite

— Igor Kieryuk 1/4

Tine Shrike 3



Creature — Bird

Flying
Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)
A new bird of prey—one that hunts sentient.

— Adrian Smith 2/1

Victory's Herald 3



Creature — Angel

Flying
Whenever Victory's Herald attacks, attacking creatures gain flying and lifelink until end of turn.
The corruption stirred the heavens above, awaking a shining champion.

— rk post 4/4

White Sun's Zenith



Instant

Put X 2/2 white Cat creature tokens onto the battlefield. Shuffle White Sun's Zenith into its owner's library.
After the Battle of Liet Field, the white sun crested above Taj-Nar, bringing hope to all who survived the carnage.

— Mike Bierek

Blue Sun's Zenith



Instant

Target player draws X cards. Shuffle Blue Sun's Zenith into its owner's library.
"The Origin Query will wait. We must ensure we survive to return to it."
— Pelyus, vedalken ordinal

— Izzy

Consecrated Sphinx



Creature — Sphinx

Flying
Whenever an opponent draws a card, you may draw two cards.
Blessed by the hands of Jin-Gitaxias.

— Mark Zug 4/6

Corrupted Conscience 3



Enchantment — Aura

Enchant creature
You control enchanted creature.
Enchanted creature has infect. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)
Karn's creation is now his master.

— Jason Chan

Cryptoplasm 3



Creature — Shapeshifter

At the beginning of your upkeep, you may have Cryptoplasm become a copy of another target creature. If you do, Cryptoplasm gains this ability.
"If left in the enemy's shape too long, it might be lost to them."
— Vy Covals, Neurok agent

— Eric Brechamps 2/2

Distant Memories 2



Sorcery

Search your library for a card, exile it, then shuffle your library. Any opponent may have you put that card into your hand. If no player does, you draw three cards.
"The fleeting shadows of his primitive self have all but vanished."
— Jin-Gitaxias, Core Augur

— Karl Kopinski

Fuel for the Cause

2



Instant

Counter target spell, then proliferate. (You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)

"Your ideas will be discarded and your will repurposed."

—Steven Belledin

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Mirran Spy

2



Creature — Drone

Flying

Whenever you cast an artifact spell, you may untap target creature.

Accurate information is a precious commodity in times of war.

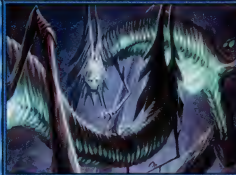
—Dave Kendall

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1/3

Mitotic Manipulation

1



Sorcery

Look at the top seven cards of your library. You may put one of those cards onto the battlefield if it has the same name as a permanent. Put the rest on the bottom of your library in any order.

"They can't even comprehend nature. How could they improve it?"

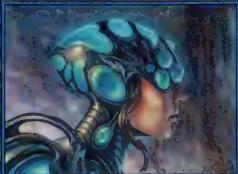
—Jesse

—Dan Scott

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Neurok Commando

1



Creature — Human Rogue

Shroud

Whenever Neurok Commando deals combat damage to a player, you may draw a card.

"There's no more time for secluded study. Answers are there only for those with the courage to take them."

—Matt Stewart

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2/1

Oculus

1



Creature — Homunculus

When Oculus is put into a graveyard from the battlefield, you may draw a card.

"In its gaze I saw no mercy, no recognition that I was worthy to exist."

—Kara Vrist, Neurok agent

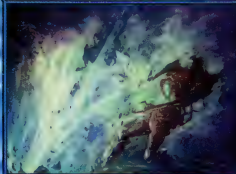
—Dan Scott

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1/1

Quicksilver Geyser

1



Instant

Return up to two target nonland permanents to their owners' hands.

"Phyrexians are tenacious. That's not the same thing as clever."

—Tezzeret

—Erica Yang

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Serum Raker

2



Creature — Drake

Flying

When Serum Raker is put into a graveyard from the battlefield, each player discards a card.

The serum from the blinkmoths they gather greases the joints of twitch engines.

—Austin Hsu

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3/2

Spire Serpent

4



Creature — Serpent

Defender

Metalcraft — As long as you control three or more artifacts, Spire Serpent gets +2/+2 and can attack as though it didn't have defender.

A mirror to draw its eye, a rod to rouse its rage, and a sword to break its bonds.

—Johann Bodin

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3/5

Steel Sabotage

1



Instant

Choose one — Counter target artifact spells or return target artifact to its owner's hand.

"You are hopelessly obsolete, my brothers. Come and join the Great Work."

—Rimir, Hand of the Augur

—Daarken

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Treasure Mage 2 4

Creature — Human Wizard

When Treasure Mage enters the battlefield, you may search your library for an artifact card with converted mana cost 6 or greater, reveal that card, and put it into your hand. If you do, shuffle your library.

Ryan Pancoast
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2/2

Turn the Tide 1 6

Instant

Creatures your opponents control get -2/-0 until end of turn.

"Let their mindless armies come and face the might of genius."
—Varil, Neurok partisan

Jason Felix
M.P. © 1999-2013 Wizards of the Coast LLC. 29131

Vedalken Anatomist 2 4

Creature — Vedalken Wizard

2 ♣, ♠: Put a -1/-1 counter on target creature. You may tap or untap that creature.

"Specimen 211 examination report. Observations: graft sublimation incomplete. Result: death. Prepare specimen 212."

Greg Staples
M.P. © 1999-2013 Wizards of the Coast LLC. 19133

1/2

Vedalken Infuser 3 4

Creature — Vedalken Wizard

At the beginning of your upkeep, you may put a charge counter on target artifact.

"All plans begin as dreams. I intend to awaken them."

Ryan Pancoast
M.P. © 1999-2013 Wizards of the Coast LLC. 54138

1/4

Vivisection 3 4

Sorcery

As an additional cost to cast Vivisection, sacrifice a creature. Draw three cards.

Phyrexians research with the grace of surgeons and the finesse of butchers.

Anthony Francisco
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Black Sun's Zenith 5 5

Sorcery

Put X -1/-1 counters on each creature. Shuffle Black Sun's Zenith into its owner's library.

"Under the suns, Mirrodin kneels and begs us for perfection."
—Geth, Lord of the Vault

Daniel Ljunggren
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Caustic Hound 5 5

Creature — Hound

When Caustic Hound is put into a graveyard from the battlefield, each player loses 4 life.

At first, the Mirrans aimed for its exposed gut. The survivors quickly learned to do otherwise.

Dave Allsop
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4/4

Fleasermite 1 5

Creature — Gremlin

Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)
Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Dave Allsop
M.P. © 1999-2013 Wizards of the Coast LLC. 11213

1/1

Flesh-Eater Imp 3 3

Creature — Imp

Flying

Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
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2/2

Go for the Throat 1 ♣



Instant ♣

Destroy target nonartifact creature.

Having flesh is increasingly a liability on Mirrodin.

—David LaPointe

Gruesome Encore 3 ♣



Sorcery ♣

Put target creature card from an opponent's graveyard onto the battlefield under your control. It gains haste. Exile it at the beginning of the next end step. If that creature would leave the battlefield, exile it instead of putting it anywhere else.

—Marian Smith

Horrorific Revelation ♣



Sorcery ♣

Target player discards a card, then puts the top card of his or her library into his or her graveyard.

"Ours is a glorious transmission! Behold a future where all bow to the Father of Machines."

—Itila, Priest of Shoalreed

—Scotty Wann

Massacre Wurm 3 ♣ ♣ ♣



Creature — Wurm ♣

When Massacre Wurm enters the battlefield, creatures your opponents control get -2/-2 until end of turn.

Whenever a creature an opponent controls is put into a graveyard from the battlefield, that player loses 2 life.

—Jason Chan

6/5

Morbid Plunder 1 ♣ ♣ ♣



Sorcery ♣

Return up to two target creature cards from your graveyard to your hand.

Even the dead are raw materials for the Phyrexian vision of perfection.

—Mike Biereh

Nested Ghoul 3 ♣ ♣ ♣



Creature — Zombie Warrior ♣

Whenever a source deals damage to Nested Ghoul, put a 2/2 black Zombie creature token onto the battlefield.

"The chest cavity is cleared of useless meat. I know just what to do with the space."

—Gyed, Vault Priest

—Dave Kendall

4/2

Phyresis 1 ♣



Enchantment — Aura ♣

Enchant creature

Enchanted creature has infect. *(It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*

"Perfection is at hand. You have been freed of weakness and made complete."

—Shoalreed, Whispering One

—Eric Dorschner

Phyrexian Crusader 1 ♣ ♣ ♣



Creature — Zombie Knight ♣

First strike, protection from red and from white

Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*

—Eric Dorschner

2/2

Phyrexian Rager 2 ♣



Creature — Horror ♣

When Phyrexian Rager enters the battlefield, you draw a card and you lose 1 life.

"I believe many worlds will bow to Phyrexia. Mirrodin is merely the first."

—Shoalreed, Whispering One

—Stephan Martignole

2/2

Phyrexian Vatmother 2 3



Creature — Horror

Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

At the beginning of your upkeep, you get a poison counter.

—Stephen Martignire
4/5

Sangromancer 2 3



Creature — Vampire Shaman

Flying

Whenever a creature an opponent controls is put into a graveyard from the battlefield, you may gain 3 life.

Whenever an opponent discards a card, you may gain 3 life.

—Hör Klerytik
3/3

Source Servant 4 3



Creature — Zombie

Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

"The union of the oil and necrogen has produced many pleasing reactions."
—Sheoldred, Whispering One

—Diarfom
3/3

Septic Rats 1 3



Creature — Rat

Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

Whenever Septic Rats attacks, if defending player is poisoned, it gets +1/+1 until end of turn.

—Cory Konisloff
2/2

Spread the Sickness 4 3



Sorcery

Destroy target creature, then proliferate. (You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)

Life is ephemeral. Phyrexia is eternal.

—Jaime Jones
3/3

Virulent Wound 3



Instant

Put a -1/-1 counter on target creature. When that creature is put into a graveyard this turn, its controller gets a poison counter.

Sadly, the extent of Gerkk's healing knowledge was "don't pick at it."

—Whit Beards
3/3

Blisterstick Shaman 2 2



Creature — Goblin Shaman

When Blisterstick Shaman enters the battlefield, it deals 1 damage to target creature or player.

A productive warren requires a good deal of prodding.

—Svetlin Wilmer
2/1

Burn the Impure 1 2



Instant

Burn the Impure deals 3 damage to target creature. If that creature has infect, Burn the Impure deals 3 damage to that creature's controller.

Flame doesn't kneel to Phyrexia.

—Nic Klain
3/3

Concussive Bolt 3 2



Sorcery

Concussive Bolt deals 4 damage to target player.

Metalcraft — If you control three or more artifacts, creatures that player controls can't block this turn.

Shock one, awe the rest.

—Johann Radin
3/3

Crush 



Instant 

Destroy target noncreature artifact.
A golem's hands know no tenderness.

—Matt Stewart

Galvanoth   



Creature — Beast 

At the beginning of your upkeep, you may look at the top card of your library. If it's an instant or sorcery card, you may cast it without paying its mana cost.
It chews open Mirrodin's husk and feeds on the outpouring of energy.

—Key Walker 3/3

Gnathosaur   



Creature — Lizard 

Sacrifice an artifact: Gnathosaur gains trample until end of turn.
Mirran creatures that could withstand the Phyrexian oil found an abundance of crunchy snacks.

—Jason Chan 5/4

Goblin Wardriver  



Creature — Goblin Warrior 

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)
"A true warrior fights with whatever's handy."
—Oerk of the Secret Warren

—Daggy 2/2

Hellkite Igniter   



Creature — Dragon 

Flying, haste
1 : Hellkite Igniter gets +X/+0 until end of turn, where X is the number of artifacts you control.
Its flight sets the sky itself on fire.

—Jason Chan 5/5

Hero of Oxid Ridge   



Creature — Human Knight 

Haste
Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)
Whenever Hero of Oxid Ridge attacks, creatures with power 1 or less can't block this turn.

—Eric Deschamps 4/2

Into the Core   



Instant 

Exile two target artifacts.
"They believe they're driving us back, but we're leading them to their doom."
—Kethek, furnace stoker

—Will Brachna

Koth's Courier   



Creature — Human Rogue 

Forestwalk
Koth sent partisans into the Tangle to bring survivors to the safe haven of the tunnels below Kuldutha.

—Wayne Reynolds 2/3

Kuldotha Flamefiend   



Creature — Elemental 

When Kuldotha Flamefiend enters the battlefield, you may sacrifice an artifact. If you do, Kuldotha Flamefiend deals 4 damage divided as you choose among any number of target creatures and/or players.

—Raymond Swanland 4/4

Kuldotha Ringleader

2



Creature — Giant Berserker

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)

Kuldotha Ringleader attacks each turn if able.

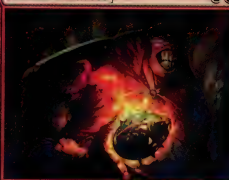
Being surrounded by goblins is less objectionable when they're fighting for you.

—Greg Staples

4/4

Metallic Mastery

2



Sorcery

Gain control of target artifact until end of turn. Untap that artifact. It gains haste until end of turn.

"All will be reformed in the fires of glory."
—Urabrask the Hidden

—Erica Yang

Ogre Resister

2



Creature — Ogre

He didn't have a word for "home," but he knew it was something to be defended.

—Efrim Palacios

4/3

Rally the Forces

2



Instant

Attacking creatures get +1/+0 and gain first strike until end of turn.

"Drive them back! Make their underworld into their grave!"
—Koth of the Hammer

—Steven Bellin

Red Sun's Zenith

2



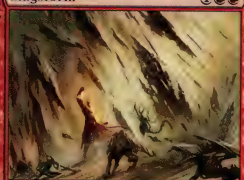
Sorcery

Red Sun's Zenith deals X damage to target creature or player. If a creature dealt damage this way would be put into a graveyard this turn, exile it instead. Shuffle Red Sun's Zenith into its owner's library.

—Svein Vinhov

Slagstorm

1



Sorcery

Choose one — Slagstorm deals 3 damage to each creature, or Slagstorm deals 3 damage to each player.

"As long as we have the will to fight, we are never without weapons."
—Koth of the Hammer

—Dan Scott

Spiraling Duelist

2



Creature — Human Berserker

Metacraft — Spiraling Duelist has double strike as long as you control three or more artifacts.

"I never move the same way twice. Those rotters can't grasp chaos."

—Kerf Kupinski

3/1

Blightwidow

3



Creature — Spider

Reach (This creature can block creatures with flying.)

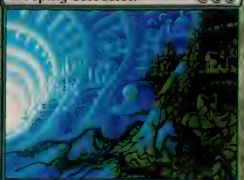
Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

—Daniel Junggren

2/4

Creeping Corrosion

2



Sorcery

Destroy all artifacts.

"We will reveal the futility of their heresy by showing them how fragile their relics are."
—Vorinclex, Voice of Hunger

—Ryan Panouts

Fangren Marauder 



Creature — Beast 

Whenever an artifact is put into a graveyard from the battlefield, you may gain 5 life.

"The fangren fight without comfort of any kind. We can ask no less of ourselves."
—Tihen, Syltook partisan

—James Flynn
5/5

Glissa's Courier 



Creature — Horror 

Mountainwalk

"So, the survivors from Oxid Ridge are on the move. Let them come and witness predation in its purest form."
—Glissa

—Dave Kendall
2/3

Green Sun's Zenith 



Sorcery 

Search your library for a green creature card with converted mana cost X or less, put it onto the battlefield, then shuffle your library. Shuffle Green Sun's Zenith into its owner's library.

As the green sun crowned, Phyrexian prophecies glowed on the Tree of Tales.

—David Kopasz
4/1

Lead the Stampede 



Sorcery 

Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.

—Eren Palacios
4/1

Melira's Keepers 



Creature — Human Warrior 

Melira's Keepers can't have counters placed on it.

Her warriors are the last defense against the coming storm.

—Eric Deschamps
4/4

Mirran Mettle 



Instant 

Target creature gets +2/+2 until end of turn.

Metacraft—That creature gets +4/+4 until end of turn instead if you control three or more artifacts.

"Our land will not yield to Phyrexian corruption!"

—Karl Kopinski
4/1

Phyrexian Hydra 



Creature — Hydra 

Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

If damage would be dealt to Phyrexian Hydra, prevent that damage. Put a -1/-1 counter on Phyrexian Hydra for each 1 damage prevented this way.

—Mike Bierck
7/7

Pistus Strike 



Instant 

Destroy target creature with flying. Its controller gets a poison counter.

"Even a nuisance such as the pistus fly has a purpose in our new world."
—Glissa

—Julius Jones
4/1

Plaguemaw Beast 



Creature — Beast 

 Sacrifice a creature: Proliferate. (You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)

Phyrexia's spiral of consumption grows ever wider and darker.

—Whit Brachna
4/3

Praetor's Counsel 5♣♣♣



Sorcery ♠

Return all cards from your graveyard to your hand. Exile Praetor's Counsel. You have no maximum hand size for the rest of the game.

As the Phyrexian contagion corroded Karn's body, the praetors whispered psalms to corrupt his mind.

—Daarken

Quilled Slagwurm 4♣♣♣



Creature — Wurm ♠

Vorinclex removed its teeth so it wouldn't waste time chewing before moving to the next kill.

—Matt Stewart

8/8

Rot Wolf 2♣



Creature — Wolf ♠

Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

Whenever a creature dealt damage by Rot Wolf this turn is put into a graveyard, you may draw a card.

—Neil Himan

2/2

Tangle Mantis 2♣♣



Creature — Insect ♠

Trample

The fiercest hunters in the Tangle don't seek out the mantises. They are the mantises.

—Chris Rahm

3/4

Thrun, the Last Troll 2♣♣



Legendary Creature — Troll Shaman ♠

Thrun, the Last Troll can't be countered. Thrun can't be the target of spells or abilities your opponents control.

1♣: Regenerate Thrun.

His crime was silence, and now he suffers it eternally.

—Jason Chan

4/4

Unnatural Predation ♣



Instant ♠

Target creature gets +1/+1 and gains trample until end of turn.

"Domination by the strongest—that is all that matters in the Tangle now."

—Vorinclex, Voice of Hunger

—Shelly Wan

Viridian Corrupter 1♣♣



Creature — Elf Shaman ♠

Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

When Viridian Corrupter enters the battlefield, destroy target artifact.

—Matt Crovato

2/2

Viridian Emissary 1♣♣



Creature — Elf Scout ♠

When Viridian Emissary is put into a graveyard from the battlefield, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.

—Matt Stewart

2/1

Glissa, the Traitor 3♣♣



Legendary Creature — Zombie Elf ♠

First strike, deathtouch

Whenever a creature an opponent controls is put into a graveyard from the battlefield, you may return target artifact card from your graveyard to your hand.

—Chris Rahm

3/3

Tezzeret, Agent of Bolas 2 4 2



Planeswalker — Tezzeret

Look at the top five cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

Target artifact becomes a 5/5 artifact creature.

Target player loses X life and you gain X life, where X is twice the number of artifacts you control.

Abelthor

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Bladed Sentinel 4



Artifact Creature — Construct

* Bladed Sentinel gains vigilance until end of turn.

The Mirran partisans created hundreds of patrol sentinels to divert Phyrexian assaults from the Tangle.

Tommy Jedruszek

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2/4

Blightsteel Colossus 2



Artifact Creature — Golem

Trample, infect

Blightsteel Colossus is indestructible. If Blightsteel Colossus would be put into a graveyard from anywhere, reveal Blightsteel Colossus and shuffle it into its owner's library instead.

Chris Rahn

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11/11

Bonehoard 4



Artifact — Equipment

Living weapon. (When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.)

Equipped creature gets +X/+X, where X is the number of creature cards in all graveyards.

Equip 2

Chippy

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Brass Squire 3



Artifact Creature — Myr

Attach target Equipment you control to target creature you control.

"I admire it. Few pull off pluck and subservience at the same time."

—Ezuri, renegade leader

Ayan Patraoast

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1/3

Copper Carapace 1



Artifact — Equipment

Equipped creature gets +2/+2 and can't block.

Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)

"We will fight as they do: our flesh protected behind metal."

—Tae Aquil, Vriddian weaponsmith

Tyran Vohetekel

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Core Prowler 4



Artifact Creature — Horror

Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

When Core Prowler is put into a graveyard from the battlefield, proliferate. (You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)

Beate Allrogg

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2/2

Darksteel Plate 3



Artifact — Equipment

Darksteel Plate is indestructible. Equipped creature is indestructible.

Equip 2

"If there can be no victory, then I will fight forever."

—Koth of the Hammer

Andrei Ujvarogin

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Decimator Web 4



Artifact

4, *: Target opponent loses 2 life, gets a poison counter, then puts the top six cards of his or her library into his or her graveyard.

Mycosynth grew unfettered beneath the black lacina, metastasizing into a matrix of noxious energy.

Andrei Ujvarogin

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Dross Ripper ↓



Artifact Creature — Hound ⚡

2 ⚡: Dross Ripper gets +1/+1 until end of turn.

"Such a creation serves no purpose other than exterminating every one of us."
—Sadra Alic, Neurok strategist

David Rapoza 3/3

Flayer Husk ↓



Artifact — Equipment ⚡

Living weapon (When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.)

Equipped creature gets +1/+1.

Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)

Tyler Kieruluk 1/1

Gust-Skimmer 2



Artifact Creature — Insect ⚡

♣: Gust-Skimmer gains flying until end of turn.

Phyrexian smog clouds choked the skies, threatening creatures who couldn't comprehend the menace below.

Dan Scott 2/1

Hexplate Golem 7



Artifact Creature — Golem ⚡

"Use everything. Iron, rust, scrap . . . even the ground must join our cause."
—Ehuri, renegade leader

Paul Cavotta 5/7

Ichor Wellspring 2



Artifact ⚡

When Ichor Wellspring enters the battlefield or is put into a graveyard from the battlefield, draw a card.

"Our glorious infection has taken hold."
—Elesh Norn, Grand Cenobite

Steven Belledin 1/1

Knowledge Pool 0



Artifact ⚡

Inprint — When Knowledge Pool enters the battlefield, each player exiles the top three cards of his or her library.

Whenever a player casts a spell from his or her hand, that player exiles it. If the player does, he or she may cast another nonland card exiled with Knowledge Pool without paying that card's mana cost.

Pidge Biereck 1/1

Lumengrid Gargoyle 5



Artifact Creature — Gargoyle ⚡

Flying

"Anything that watches without sleep and fights without fear is a valuable ally against the Phyrexians."
—Kara Vrist, Neurok agent

David Rapoza 4/4

Magnetic Mine ↓



Artifact ⚡

Whenever another artifact is put into a graveyard from the battlefield, Magnetic Mine deals 2 damage to that artifact's controller.

David Rapoza 1/1

Mirrorworks 5



Artifact ⚡

Whenever another nontoken artifact enters the battlefield under your control, you may pay 2. If you do, put a token that's a copy of that artifact onto the battlefield.

The faces of Geth's corpse-dredgers are disturbingly similar.

John Arcan 1/1

Mortarpod 2

Artifact — Equipment

Living weapon (When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.)
Equipped creature gets +0/+1 and has "Sacrifice this creature: This creature deals 1 damage to target creature or player."
Equip 2

—Eric Deschamps
Mortarpod © 2011 Wizards of the Coast LLC 120/115

Myr Sire 2

Artifact Creature — Myr

When Myr Sire is put into a graveyard from the battlefield, put a 1/1 colorless Myr artifact creature token onto the battlefield.
For the Phyrexians, death is not an end, nor a one-time occurrence.

—Julius Jones
Myr Sire © 2011 Wizards of the Coast LLC 120/115

Myr Turbine 5

Artifact

• Put a 1/1 colorless Myr artifact creature token onto the battlefield.
• Tap five untapped Myr you control: Search your library for a Myr creature card, put it onto the battlefield, then shuffle your library.

—Raphael Albion
Myr Turbine © 2011 Wizards of the Coast LLC 120/115

Myr Welder 3

Artifact Creature — Myr

Imprint — • Exile target artifact card from a graveyard.
Myr Welder has all activated abilities of all cards exiled with it.
Memnarch designed some myr to follow the lewlers and reoffix lost parts. Mirran partisans put that instinct to good use.

—Agrippa Hu
Myr Welder © 2011 Wizards of the Coast LLC 120/115

Peace Strider 4

Artifact Creature — Construct

When Peace Strider enters the battlefield, you gain 3 life.
*"The Vanished must have sent it from beyond to aid us in this struggle."
—Kessla, Syitook shaman*

—Egor Keryuk
Peace Strider © 2011 Wizards of the Coast LLC 120/115

Phyrexian Digester 3

Artifact Creature — Construct

Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)
*"Our cause will ripen in the fertile flesh of the unworthy."
—Sheoldred, Whispering One*

—Dave Alltop
Phyrexian Digester © 2011 Wizards of the Coast LLC 120/115

Phyrexian Juggernaut 6

Artifact Creature — Juggernaut

Infect (This creature heals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)
Phyrexian Juggernaut attacks each turn if able.
Where nature impedes, Phyrexians overcome.

—Key Walker
Phyrexian Juggernaut © 2011 Wizards of the Coast LLC 120/115

Phyrexian Revoker 2

Artifact Creature — Horror

As Phyrexian Revoker enters the battlefield, name a nonland card. Activated abilities of sources with the chosen name can't be activated.
Basic senses like sight and taste are reserved for those in power.

—Key Walker
Phyrexian Revoker © 2011 Wizards of the Coast LLC 120/115

Pierce Strider 4

Artifact Creature — Construct

When Pierce Strider enters the battlefield, target opponent loses 3 life.
*"Pain isn't a negative stimulus. Pain is a sign of your imperfection."
—Sheoldred, Whispering One*

—Egor Keryuk
Pierce Strider © 2011 Wizards of the Coast LLC 120/115

Piston Sledge

3



Artifact — Equipment

When Piston Sledge enters the battlefield, attach it to target creature you control. Equipped creature gets +3/+1.

Equip—Sacrifice an artifact.

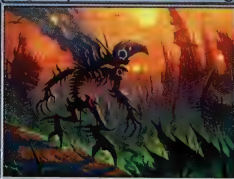
Only the goblins could make a simple machine so complex.

— Pete Venters

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Plague Myr

2



Artifact Creature — Myr

Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

☞: Add 1 to your mana pool.

They watch for a new master, one more sinister than the last.

— Adam Palacios

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1/1

Psychosis Crawler

5



Artifact Creature — Horror

Psychosis Crawler's power and toughness are each equal to the number of cards in your hand.

Whenever you draw a card, each opponent loses 1 life.

"If that brain can't figure out the secret of the serum, then add more brains."

— Rhinr, Hand of the Augur

— Stephen Martiniere

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/

Razorfield Rhino

6



Artifact Creature — Rhino

Metalcraft — Razorfield Rhino gets +2/+2 as long as you control three or more artifacts.

Adapted to tread on razorgrass, the rhino proved adept at treading on Phyrexians as well.

— Reikal Kotaki

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4/4

Rusted Slasher

3



Artifact Creature — Horror

Sacrifice an artifact: Regenerate Rusted Slasher.

"It's a beautiful vision. Discarded debris is reborn as a singular entity."

— Urabrask the Hidden

— Adrian Smith

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4/1

Shimmer Myr

3



Artifact Creature — Myr

Flash

You may cast artifact cards as though they had flash.

It evades Phyrexians by hiding in the spaces between seconds.

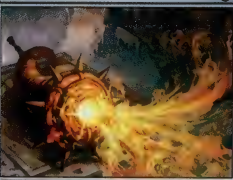
— Jens Schlimmer & Johannes Voigt

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2/2

Shriekhorn

1



Artifact

Shriekhorn enters the battlefield with three charge counters on it.

☞, Remove a charge counter from Shriekhorn: Target player puts the top two cards of his or her library into his or her graveyard.

— Erica Yang

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Signal Pest

1



Artifact Creature — Pest

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

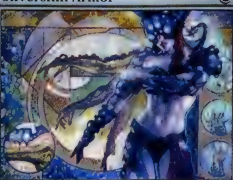
— Mark Zug

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0/1

Silverskin Armor

2



Artifact — Equipment

Equipped creature gets +1/+1 and is an artifact in addition to its other types.

Equip 2

Partisan spies scorned that no armor would protect the body from Phyrexian infection. Neurob strategists took that as a challenge.

— Larsen Nielsen

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Skinwing



Artifact — Equipment

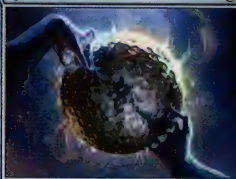
Living weapon (When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.)

Equipped creature gets +2/+2 and has flying.

Equip 6

— Igor Kiriyuk

Sphere of the Suns



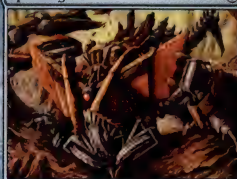
Artifact

Sphere of the Suns enters the battlefield tapped and with three charge counters on it.

Remove a charge counter from Sphere of the Suns: Add one mana of any color to your mana pool.

— Jutta Schirmer & Johannes Voss

Spin Engine



Artifact Creature — Construct

Target creature can't block Spin Engine this turn.

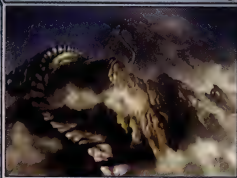
"It will be battle-ready before our strike at Oxid Ridge, and it will guarantee our victory!"

— Keiuc of the Helm

— Pete Ventres

3/1

Spine of Ish Sah



Artifact

When Spine of Ish Sah enters the battlefield, destroy target permanent.

When Spine of Ish Sah is put into a graveyard from the battlefield, return Spine of Ish Sah to its owner's hand.

— Daniel Jungren

Strandwalker



Artifact — Equipment

Living weapon (When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.)

Equipped creature gets +2/+4 and has reach.

Equip 4

— Igor Kiriyuk

Sword of Feast and Famine



Artifact — Equipment

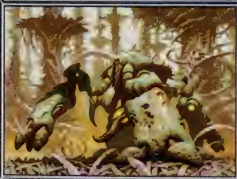
Equipped creature gets +2/+2 and has protection from black and from green.

Whenever equipped creature deals combat damage to a player, that player discards a card and you untap all lands you control.

Equip 2

— Chris Behn

Tangle Hulk



Artifact Creature — Beast

2: Regenerate Tangle Hulk.

"A true Phyrexian predator. It will never know death, just as nature intended."

— Vorinclex, Voice of Hunger

— Mark Zug

5/3

Thopter Assembly



Artifact Creature — Thopter

Flying

At the beginning of your upkeep, if you control no Thopters other than Thopter Assembly, return Thopter Assembly to its owner's hand and put five 1/1 colorless Thopter artifact creature tokens with flying onto the battlefield.

— Volkan Baga

5/5

Titan Forge



Artifact

3, 6: Put a charge counter on Titan Forge.

Remove three charge counters from Titan Forge: Put a 9/9 colorless Golem artifact creature token onto the battlefield.

— Svetlin Velinov

Training Drone 3



Artifact Creature — Drone

Training Drone can't attack or block unless it's equipped.

"Vulshok flail, Viridian shield, toxodon blade . . . Tazzer, bring the Moriok hook and assemble the robotics!"
—Vy Covatl, Neurok agent

—Pajit Cavosha
4/4

Viridian Claw 2



Artifact — Equipment

Equipped creature gets +1/+0 and has first strike.

Equip 1

"Phyrexians can't corrupt what they can't get close enough to touch."

—Alice Simonetti
4/4

Contested War Zone



Land

Whenever a creature deals combat damage to you, that creature's controller gains control of Contested War Zone.

e: Add 1 to your mana pool.

1, **e**: Attacking creatures get +1/+0 until end of turn.

—Scott Cawthon
4/4

Inkmoth Nexus



Land

e: Add 1 to your mana pool.

1: Inkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

—Juno Palk
4/4

Plains



Basic Land — Plains



—Juno Palk
4/4

Plains



Basic Land — Plains



—Juno Palk
4/4

Island



Basic Land — Island



—Juno Palk
4/4

Island



Basic Land — Island



—Juno Palk
4/4

Swamp



Basic Land — Swamp



—Lars Christensen
4/4





CARD CHECKLIST

This checklist lets you keep track of your cards. A card's collector number will help you find it in the Card Encyclopedia on pages 16–33.

<input type="checkbox"/>	Accorder Paladin	1	U	<input type="checkbox"/>	Galvanoth	62	R
<input type="checkbox"/>	Ardent Recruit	2	C	<input type="checkbox"/>	Glissa, the Traitor	96	M
<input type="checkbox"/>	Banishment Decree	3	C	<input type="checkbox"/>	Glissa's Courier	80	C
<input type="checkbox"/>	Black Sun's Zenith	39	R	<input type="checkbox"/>	Gnathosaur	63	C
<input type="checkbox"/>	Bladed Sentinel	98	C	<input type="checkbox"/>	Go for the Throat	43	U
<input type="checkbox"/>	Blightsteel Colossus	99	M	<input type="checkbox"/>	Goblin Wardriver	64	U
<input type="checkbox"/>	Blightwidow	77	C	<input type="checkbox"/>	Gore Vassal	7	U
<input type="checkbox"/>	Blisterstick Shaman	58	C	<input type="checkbox"/>	Green Sun's Zenith	81	R
<input type="checkbox"/>	Blue Sun's Zenith	20	R	<input type="checkbox"/>	Gruesome Encore	44	U
<input type="checkbox"/>	Bonehoard	100	R	<input type="checkbox"/>	Gust-Skimmer	108	C
<input type="checkbox"/>	Brass Squire	101	U	<input type="checkbox"/>	Hellkite Igniter	65	R
<input type="checkbox"/>	Burn the Impure	59	C	<input type="checkbox"/>	Hero of Bladehold	8	M
<input type="checkbox"/>	Caustic Hound	40	C	<input type="checkbox"/>	Hero of Oxid Ridge	66	M
<input type="checkbox"/>	Choking Fumes	4	U	<input type="checkbox"/>	Hexplate Golem	109	C
<input type="checkbox"/>	Concussive Bolt	60	C	<input type="checkbox"/>	Horrifying Revelation	45	C
<input type="checkbox"/>	Consecrated Sphinx	21	M	<input type="checkbox"/>	Ichor Wellspring	110	C
<input type="checkbox"/>	Contested War Zone	144	R	<input type="checkbox"/>	Inkmoth Nexus	145	R
<input type="checkbox"/>	Copper Carapace	102	C	<input type="checkbox"/>	Into the Core	67	U
<input type="checkbox"/>	Core Prowler	103	U	<input type="checkbox"/>	Island	148	L
<input type="checkbox"/>	Corrupted Conscience	22	U	<input type="checkbox"/>	Island	149	L
<input type="checkbox"/>	Creeping Corrosion	78	R	<input type="checkbox"/>	Kemba's Legion	9	U
<input type="checkbox"/>	Crush	61	C	<input type="checkbox"/>	Knowledge Pool	111	R
<input type="checkbox"/>	Cryptoplasm	23	R	<input type="checkbox"/>	Koth's Courier	68	C
<input type="checkbox"/>	Darksteel Plate	104	R	<input type="checkbox"/>	Kuldotha Flamefiend	70	U
<input type="checkbox"/>	Decimator Web	105	R	<input type="checkbox"/>	Kuldotha Ringleader	69	C
<input type="checkbox"/>	Distant Memories	24	R	<input type="checkbox"/>	Lead the Stampede	82	U
<input type="checkbox"/>	Divine Offering	5	C	<input type="checkbox"/>	Leonin Relic-Warder	10	U
<input type="checkbox"/>	Dross Ripper	106	C	<input type="checkbox"/>	Leonin Skyhunter	11	C
<input type="checkbox"/>	Fangren Marauder	79	C	<input type="checkbox"/>	Loxodon Partisan	12	C
<input type="checkbox"/>	Flayer Husk	107	C	<input type="checkbox"/>	Lumengrid Gargoyle	112	U
<input type="checkbox"/>	Flensermite	41	C	<input type="checkbox"/>	Magnetic Mine	113	R
<input type="checkbox"/>	Flesh-Eater Imp	42	U	<input type="checkbox"/>	Massacre Wurm	46	M
<input type="checkbox"/>	Forest	154	L	<input type="checkbox"/>	Master's Call	13	C
<input type="checkbox"/>	Forest	155	L	<input type="checkbox"/>	Melira's Keepers	83	U
<input type="checkbox"/>	Frantic Salvage	6	C	<input type="checkbox"/>	Metallic Mastery	71	U
<input type="checkbox"/>	Fuel for the Cause	25	C	<input type="checkbox"/>	Mirran Crusader	14	R

○ □	Mirran Mettle	84	C	○ □	Sangromancer	53	R
○ □	Mirran Spy	26	C	○ □	Scourge Servant	54	C
○ □	Mirrorworks	114	R	○ □	Septic Rats	55	U
○ □	Mitotic Manipulation	27	R	○ □	Serum Raker	31	C
○ □	Morbid Plunder	47	C	○ □	Shimmer Myr	129	R
○ □	Mortarpod	115	U	○ □	Shriekhorn	130	C
○ □	Mountain	152	L	○ □	Signal Pest	131	U
○ □	Mountain	153	L	○ □	Silverskin Armor	132	U
○ □	Myr Sire	116	C	○ □	Skinwing	133	U
○ □	Myr Turbine	117	R	○ □	Slagstorm	75	R
○ □	Myr Welder	118	R	○ □	Sphere of the Suns	134	U
○ □	Nested Ghoul	48	U	○ □	Spin Engine	135	C
○ □	Neurok Commando	28	U	○ □	Spine of Ish Sah	136	R
○ □	Oculus	29	C	○ □	Spiraling Duelist	76	U
○ □	Ogre Resister	72	C	○ □	Spire Serpent	32	C
○ □	Peace Strider	119	U	○ □	Spread the Sickness	56	C
○ □	Phytosis	49	C	○ □	Steel Sabotage	33	C
○ □	Phyrexian Crusader	50	R	○ □	Strandwalker	137	U
○ □	Phyrexian Digester	120	C	○ □	Swamp	150	L
○ □	Phyrexian Hydra	85	R	○ □	Swamp	151	L
○ □	Phyrexian Juggernaut	121	U	○ □	Sword of Feast and Famine	138	M
○ □	Phyrexian Rager	51	C	○ □	Tangle Hulk	139	C
○ □	Phyrexian Rebirth	15	R	○ □	Tangle Mantis	91	C
○ □	Phyrexian Revoker	122	R	○ □	Tezzeret, Agent of Bolas	97	M
○ □	Phyrexian Vatmother	52	R	○ □	Thopter Assembly	140	R
○ □	Pierce Strider	123	U	○ □	Thrun, the Last Troll	92	M
○ □	Piston Sledge	124	U	○ □	Tine Shrike	17	C
○ □	Pistus Strike	86	C	○ □	Titan Forge	141	R
○ □	Plague Myr	125	U	○ □	Training Drone	142	C
○ □	Plaguemaw Beast	87	U	○ □	Treasure Mage	34	U
○ □	Plains	146	L	○ □	Turn the Tide	35	C
○ □	Plains	147	L	○ □	Unnatural Predation	93	C
○ □	Praetor's Counsel	88	M	○ □	Vedalken Anatomist	36	U
○ □	Priests of Norn	16	C	○ □	Vedalken Infuser	37	U
○ □	Psychosis Crawler	126	R	○ □	Victory's Herald	18	R
○ □	Quicksilver Geyser	30	C	○ □	Viridian Claw	143	U
○ □	Quilled Slagwurm	89	U	○ □	Viridian Corrupter	94	U
○ □	Rally the Forces	73	C	○ □	Viridian Emissary	95	C
○ □	Razorfield Rhino	127	C	○ □	Virulent Wound	57	C
○ □	Red Sun's Zenith	74	R	○ □	Vivisection	38	C
○ □	Rot Wolf	90	C	○ □	White Sun's Zenith	19	R
○ □	Rusted Slasher	128	C				

○ = Regular card □ = Premium card M = Mythic rare R = Rare U = Uncommon C = Common L = Basic land

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